CLAIMS:

What is claimed is:

1.   A method of conducting a wagering game on a gaming machine, comprising:

        receiving a wager from a player to initiate play of the wagering game;

        randomly selecting a plurality of symbols to form a first array;

5   displaying the first array;

        identifying winning symbols in the first array that form any first winning combination;

        awarding the player for the first winning combination in the first array;

        replacing one or more of the winning symbols in the first array that form the

10 first winning combination with a randomly determined replacement symbol to form a second array;

        displaying the second array;

        identifying winning symbols in the second array that form any second winning combination; and

15   awarding the player for the second winning combination in the second array.

2.   The method of conducting a wagering game as described in claim 1, wherein less than all of the winning symbols that form the first winning combination are replaced.

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3.   The method of conducting a wagering game as described in claim 1, wherein a wild symbol is one of the winning symbols forming the first winning combination and is not replaced.

25   4.   The method of conducting a wagering game as described in claim 1, wherein the first winning combination occurs on an active pay line.

5.   The method of conducting a wagering game as described in claim 4, wherein less than all of the wining symbols that form the first winning combination are

30   replaced.

6. The method of conducting a wagering game as described in claim 4, wherein a wild symbol is one of the winning symbols forming the first winning combination and is not replaced.

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7. A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager from a player to initiate play of the wagering game;

randomly selecting a plurality of symbols to form a first array;

displaying the first array;

40 identifying any first winning pay line;

awarding the player for the first winning pay line in the first array;

randomly determining a replacement symbol for each of the symbols on the first winning pay line in the first array;

replacing one or more of the symbols on the first winning pay line in the first

45 array with the randomly determined replacement symbols to form a second array;

displaying the second array; and

awarding the player for any second winning pay line in the second array.

8. The method of conducting a wagering game as described in claim 7, wherein

50 less than all of the identified symbols that form the first winning pay line are replaced.

9. The method of conducting a wagering game as described in claim 7, wherein a wild symbol is one of the symbols on the first winning pay line and is not

55 replaced.

10. A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager from a player to initiate play of the wagering game;

randomly selecting a plurality of symbols to form a first array;

60 displaying the first array;

identifying a first winning symbol in the first array that creates any first winning outcome;

awarding the player for the first winning outcome;

replacing the first winning symbol with a randomly determined first

65   replacement symbol to form a second array;

displaying the second array;

identifying a second winning symbol in the second array that creates any second winning outcome; and

awarding the player for the second winning outcome.

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11.   The method of conducting a wagering game as described in claim 10 further including:

replacing the second winning symbol with a randomly determined second replacement symbol to form a third array;

75   displaying the third array;

identifying a third winning symbol in the third array that forms any third winning outcome; and

awarding the player for the third winning outcome.

80   12.   A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager from a player to initiate play of the wagering game;

randomly selecting a plurality of symbols to form a first array;

displaying the first array;

identifying at least one start-bonus symbol in the first array;

85   replacing each start-bonus symbol with a randomly determined replacement symbol to form a second array;

displaying the second array;

identifying any winning bonus game outcome in the second array; and

awarding the player for the winning bonus game outcome.

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13.   The method of conducting a wagering game as described in claim 12, further including:

identifying a winning basic game outcome in the first array; and

awarding the player for the winning basic game outcome.

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14. A method of conducting a wagering game on a gaming machine, comprising:

receiving a wager from a player to initiate play of the wagering game;

randomly selecting a plurality of symbols to form a first array;

100   displaying the first array;

identifying winning symbols in the first array that form a scatter pay;

awarding the player for the scatter pay in the first array;

replacing each of the winning symbols with a randomly determined replacement symbol to form a second array;

105   displaying the second array; and

awarding the player for a wining outcome in the second array.

15. The method of conducting a wagering game as described in claim 14, wherein less than all of the winning symbols that form the scatter pay are replaced.

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16. The method of conducting a wagering game as described in claim 14, wherein a wild symbol is one of the winning symbols forming the scatter pay and is not replaced.

115   17. The method of conducting a wagering game as described in claim 14, wherein the winning symbols forming the scatter pay must occur on an active pay line.

18. The method of conducting a wagering game as described in claim 17, wherein less than all of the wining symbols that form the scatter pay are replaced.

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19. The method of conducting a wagering game as described in claim 17, wherein a wild symbol is one of the winning symbols forming the scatter pay and is not replaced.

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